Nintendo®

Wii U™

Operations Manual

Français p. 63 Español p. 127

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Official Nintendo Seal ™

Please carefully read this Operations Manual before setup or use of the Wii U™ system. If you have problems or questions after reading all of the instructions, please visit our customer service area at **support.nintendo.com** or call 1-800-255-3700. Also, additional pre-installed electronic manuals are available for the Wii U system and software applications from the HOME Menu, as described on the next page.

Product recycling information:
Visit recycle.nintendo.com

IMPORTANT: The Wii U system specifications and Wii U Services are constantly evolving and we may update or change the Wii U system or the Wii U Services in whole or in part, without notice to you. Such updates may be required for you to play new Wii U games, enjoy new features, or continue to access the Wii U Services. After the Wii U system is updated, any existing or future unauthorized modification of the hardware or software of your Wii U system, or the use of an unauthorized device in connection with your system, will render the system permanently unplayable. Content obtained through the unauthorized modification of the hardware or software of your Wii U system will be removed.

This product only plays Wii and Wii U Game Discs manufactured for use in the Americas. This Wii U console is for use only in the Americas.

Elements of the Nintendo Wii U system and related network services are patented or patent pending, both in the United States and internationally. Patent: patents.nintendo.com

NOTE: This product does not contain latex. This product complies with applicable laws barring the use of toxic materials such as lead, mercury, cadmium, hexavalent chromium, PBB, or PBDE in consumer products.

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Wii U System Manuals

Types of Manuals

Printed manuals

- **Wii U Quick Start Guide**
  This guide covers the basic information for setting up and using your Wii U system.
- **Wii U Operations Manual (this manual)**
  This manual gives the names of each component and describes how to recharge the controller, configure System Settings, and perform various procedures. It also provides troubleshooting and support information.

Pre-installed electronic manuals

- **Wii U Electronic Manual ( )**
  This manual describes the Wii U features and gives detailed instructions on how to use the pre installed software, how to launch the Wii™ menu, and other operations.
- **Wii Menu Electronic Manual**
  This manual describes the Wii Menu features and gives detailed instructions on how to use the included software.

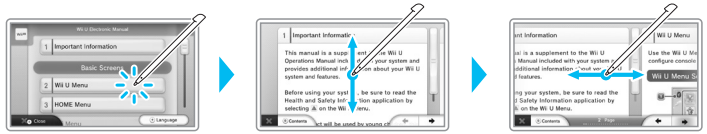
Viewing an Electronic Manual

When the Wii U Menu is displayed, press ⌂ on the Wii U™ GamePad to open the HOME Menu, then tap to open the Wii U Electronic Manual. Press + or select the button in the lower right corner of the screen to switch languages.

- Press ⌂ while playing a Wii U software title to see the electronic manual for that software.
- Touch ✕ at the bottom left of the screen to close the manual and return to the previous screen you were viewing before opening the HOME Menu.

HOME Menu | Electronic Manual Contents

Use the stylus to tap and slide or use the L or R Stick (p. 11) to view the manual.



Selecting items | Viewing pages | Changing pages

NOTE: The illustrations and screen shots in this manual are for reference only; the actual product may vary.

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Health and Safety Information

Before using the Wii U system read the following important health and safety information, and be sure to read the information in the Health and Safety application available on the Wii U Menu screen. This application also contains important usage guidelines for Wii U components and accessories.

Important Safety Information

Read the following warnings before setup or use of the Wii U system. If this product will be used by young children, this manual should be read and explained to them by an adult. Failing to do so may cause injury. Please carefully review the instructions for the game you are playing for additional health and safety information.

Throughout this manual, you will see this symbol ⚠ followed by WARNING or CAUTION, or you may see the term IMPORTANT. These terms have different levels of meaning as outlined below. Please read and understand these terms and the information that appears after them before using your Wii U system.

WARNING: Warns you about incorrect use of this system that could result in serious personal injury.

CAUTION: Cautions you about incorrect use of this system that could result in personal injury or damage to the system, components, games, or accessories.

IMPORTANT: Informs you about incorrect use of the system that could result in damage to the system, components, games, or accessories.

⚠WARNING - SEIZURES

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠WARNING - REPETITIVE MOTION INJURIES AND EYESTRAIN

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠CAUTION - MOTION SICKNESS

Playing video games can cause motion sickness in some players. If you or your child feels dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠WARNING - ELECTRIC SHOCK

To avoid electric shock when you use this system:

- Do not use the Wii U system during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Wii U power button is turned OFF before removing the AC adapter cord from an outlet.

⚠WARNING - RADIO FREQUENCY INTERFERENCE

The Wii U console and accessories, including the Wii U GamePad, Wii U Pro Controller, and Wii Remote controllers, can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Wii U console and accessories within 9 inches of a pacemaker.
- If you have a pacemaker or other implanted medical device, do not use the Wii U console and accessories without first consulting your doctor or the manufacturer of your medical device.

⚠CAUTION - LASER DEVICE

The Wii U console is a Class I laser product. Do not attempt to disassemble the Wii U console. Refer servicing to qualified personnel only.

CAUTION: Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

Specifications:	Laser Type: Semiconductor laser	Laser Wavelength: 405nm, 660nm
	Laser Power: Max. 0.6mW, Max. 0.9mW	Numeric aperture: 0.85, 0.6

⚠WARNING - BATTERY LEAKAGE

The Wii U GamePad and Wii U Pro Controller contain a rechargeable lithium ion battery. Leakage of ingredients contained within the battery, or the combustion products of the ingredients, can cause personal injury as well as damage to your Wii U system. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair, or deform the battery.
- Do not dispose of battery in a fire.
- Do not touch the terminals of the battery or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Some accessories may use AA batteries. Nintendo recommends high quality alkaline batteries for best performance and longevity of battery life. If you use rechargeable nickel metal hydride (NiMH) batteries, be sure to follow the manufacturer's guidelines for safety and proper usage.

Leakage of battery fluid can cause personal injury as well as damage to your system and accessories. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery fluid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix different brands of batteries.
- Nintendo recommends alkaline batteries. Do not use Lithium ion, nickel cadmium (NiCd), or carbon zinc batteries.
- Do not leave batteries in the remote for long periods of non-use.
- Do not recharge alkaline or non-rechargeable batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not use damaged, deformed or leaking batteries.
- Do not dispose of batteries in a fire.

The Wii U console contains a lithium coin cell battery. Contains perchlorate material - special handling may apply. For more information visit www.dtsc.ca.gov/hazardous-waste/perchlorate/. Do not remove the battery from the Wii U console unless it needs to be replaced.

PRECAUTIONS WHEN USING AC ADAPTERS

Please read and follow the precautions listed below when setting up and using the Wii U system. Failure to do so may result in damage to your Wii U system or accessories.

- Plug the AC adapter into an easily accessible standard wall outlet near your Wii U system.
- Make sure there is adequate ventilation around the AC adapter and Wii U system, and that any air vents are unobstructed.
- Do not expose the AC adapter or Wii U system to extremes of heat.
- Do not expose the AC adapter or Wii U system to any type of moisture.
- Do not place objects filled with liquids on or near the AC adapter or Wii U system.

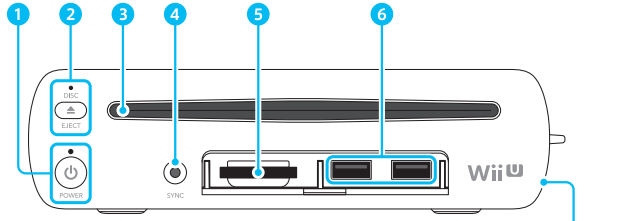
See the bottom of the AC adapter for additional information.

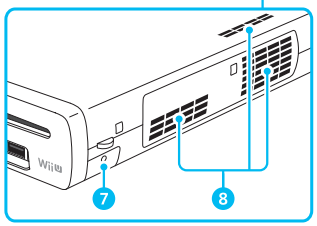
MEMO

System Components

Wii U Console

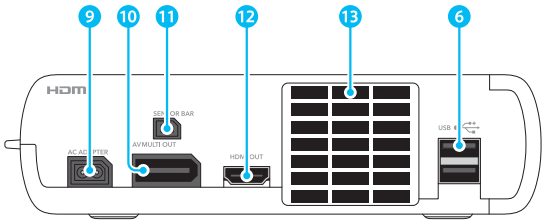
Front View (showing the slot cover open)





Right side view

Back View



1 POWER Button
Press to turn the Wii U console on or off.

Power LED
Indicates the status of the console (p. 22).
Blue : Power is on
Orange : Power is off, software download or installation is in progress
Red : Power is off

2 EJECT Button
Press this button to eject discs.

Disc LED
Lights up when a disc is inserted into the console.

3 Disc Slot
For inserting a Wii U or Wii Game Disc.

4 SYNC Button
Press this to pair (synchronize) the Wii U GamePad, Wii U Pro Controller (sold separately), or Wii Remote™ Plus controller (sold separately) with the console (p. 25).

5 SD Card Slot
For inserting SD Cards (sold separately), see the Wii U Electronic Manual (?), **Using SD Cards**.

6 USB Ports
For connecting USB devices (sold separately; devices may be marked with ⇠; see the Wii U Electronic Manual (?), **Using USB Devices**).

7 Battery Cover
A coin cell battery (CR2032) is included.
- See the Battery Leakage warning in Health and Safety Information (p. 6) for important information about this battery.
- Do not remove the battery from the Wii U console unless it needs to be replaced.

8 Air Intake

9 AC Adapter Connector

10 AV Multi Out Connector

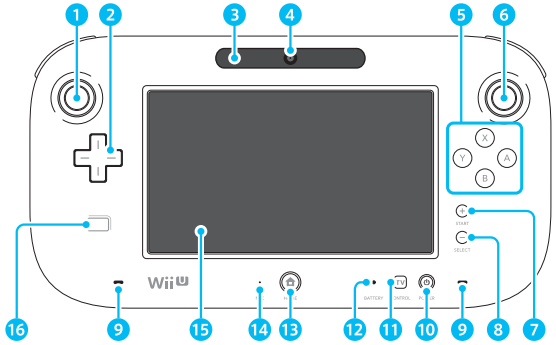
11 Sensor Bar Connector

12 HDMI™ Port

13 Air Vent

Wii U™ GamePad

Front View



1 L Stick
- Can also function as a button when pressed.

2 +Control Pad

3 Sensor Bar
Works with a Wii Remote controller (sold separately) when used to interact with the Wii U GamePad (this feature works with compatible software only).
NOTE: When using a Wii Remote controller with software displayed on the TV screen, a sensor bar must be installed (p. 26).

4 Camera

5 A/B/X/Y Buttons

6 R Stick
- Can also function as a button when pressed.

7 + Button/START

8 – Button/SELECT

9 Speakers

10 POWER Button
Press to turn the Wii U GamePad and Wii U console on or off (p. 22).

11 TV Control Button
Press to switch to the TV Remote Features screen. Allows input to your TV, DVD recorder, or cable or satellite TV tuner (p. 22).

12 Battery LED
Indicates charging status and remaining battery life (p. 19).

13 HOME Button
Displays the HOME Menu, where you can configure the Wii U GamePad and Wii Remote controllers or view electronic manuals. See the Wii U Electronic Manual ([?]), on the HOME Menu.
- You can press the HOME Button to turn the Wii U GamePad and Wii U console on (p. 22). You cannot turn the power off with the HOME Button.
- The HOME Button will flash when you receive a notification, when you receive a Wii U Chat message, or when a friend is online (see the Wii U Electronic Manual [[?]], **Friend List**).

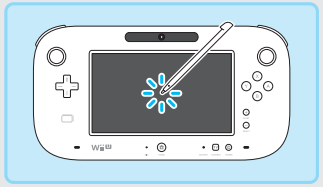
14 Microphone

15 Touch Screen

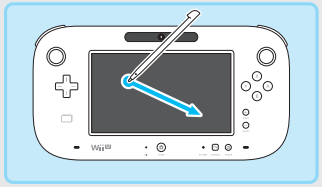
16 NFC (near-field communication) location
Built-in NFC feature allows the system to read or write to an enabled card or other device. This works with Wii U software exclusively designed to use this feature (see game packaging for compatibility information).

Using the Touch Screen

You can use the stylus or your fingertip to lightly tap or touch the screen.



You can touch the screen and lightly slide the tip across the surface.



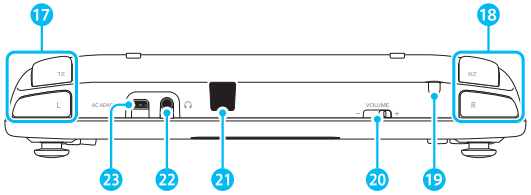
- If the Touch Screen does not seem to respond correctly to stylus input, see trouble-shooting for the Wii U GamePad (p. 58).

Using the Wii U GamePad with a stand or cradle

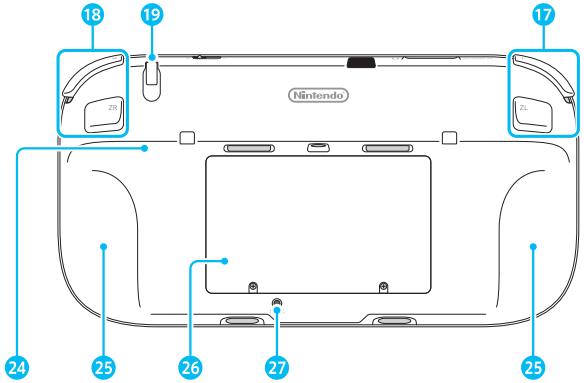
Place the Wii U GamePad stand or Wii U GamePad cradle (both included in the Deluxe Set only) on a flat, horizontal surface, and place the Wii U GamePad on the stand or cradle horizontally.

- Do not place the Wii U GamePad vertically.
- When using the Touch Screen or buttons, hold the Wii U GamePad in your hands (not the stand or cradle).

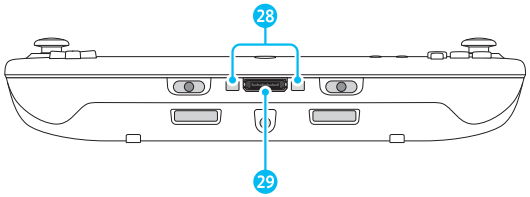
Top View



Back View



Bottom View



17 L & ZL Buttons

18 R & ZR Buttons

19 Stylus Holder
- Always replace the stylus in the stylus holder when not in use.

20 Volume
Slide to adjust the volume level of the Wii U GamePad speakers.

21 Infrared Transceiver
Sends and receives information when using infrared communication.

22 Audio Jack
For connection of stereo headphones (sold separately).
- If headphones are connected, no sound will play through the speakers.

23 AC Adapter Connector
For connecting the Wii U GamePad AC adapter (p. 18).

24 GamePad Support

25 Hand Grips

26 Battery Cover
You can remove the cover if you need to replace the Wii U GamePad battery (p. 49).
- Do not remove the cover unless you need to replace the battery or check battery installation.

27 SYNC Button
Press this to pair the Wii U GamePad with the console (p. 25).

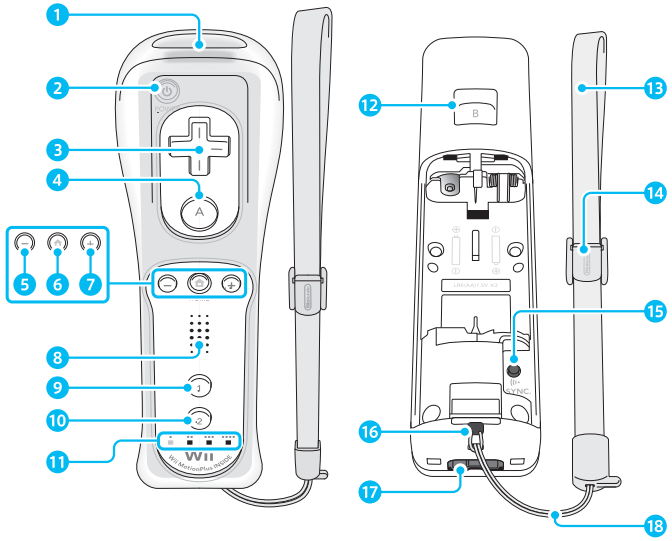
28 Charging Terminals
These contact the terminals on the cradle when charging.

29 Accessory Connector
For connecting external accessories to the Wii U GamePad.

Wii Remote™ Plus Controller (sold separately)

This controller only works with Wii software, as well as Wii U software that supports Wii Remote gameplay (see game packaging for compatibility information). This controller can be used with the Wii Menu feature of your console.

Front and Back View

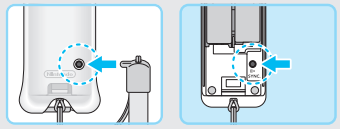


This view shows the battery cover removed.

1. Pointer Lens
2. POWER Button
   Press to turn the Wii U console or Wii U GamePad on or off.
3. +Control Pad
4. A Button
5. – Button
6. HOME Button
   Displays the HOME Menu, where you can configure the Wii U GamePad and Wii Remote controllers or view pre-installed electronic manuals. See the Wii U Electronic Manual ( ), on the HOME Menu.
7. + Button
8. Speaker
9. 1 Button
10. 2 Button
11. Player LEDs
    Indicates the player number assigned to the controller currently in use.
12. B Button
13. Wii Remote Wrist Strap
14. Strap Lock
15. SYNC Button
    Press this to pair (synchronize) the Wii Remote Plus with the console (see illustration below).
16. Wrist Strap Attachment
17. External Extension Connector
    Allows connection of external accessories such as the Nunchuk™.
18. Wrist Strap Cord

Using the SYNC Button

Some Wii Remote models require you to remove the battery cover to press the SYNC Button.



Recalibrating the Wii Remote Plus

If the cursor on the TV screen moves even if the Wii Remote Plus is not being moved, or moves differently than when the Wii Remote Plus is moved, the remote may need to be recalibrated due to the following:

- Changing batteries in the Wii Remote Plus during gameplay.
- Moving the Wii Remote Plus from a cold environment into a warm environment.

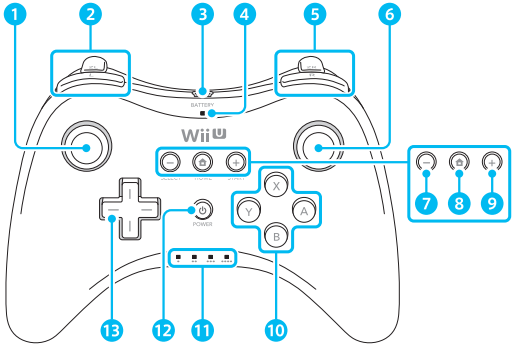
To recalibrate the Wii Remote Plus, place it on a flat horizontal surface with the buttons facing down. Wait for a few seconds and check the operation. Also, review the instruction manual for the game you are playing for more information.

NOTE: This procedure must be done during gameplay.

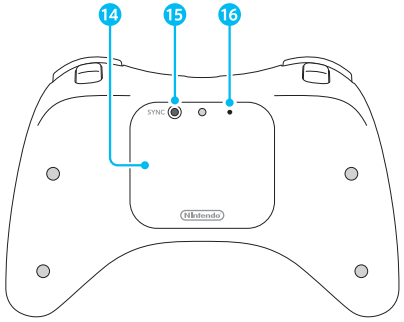
Wii U™ Pro Controller (optional accessory)

The Wii U Pro Controller is sold separately. This controller only works with Wii U software that supports Wii U Pro Controller gameplay (see game packaging for compatibility information). This controller can be used with the Wii U Menu and for Wii U system operations.

Front View



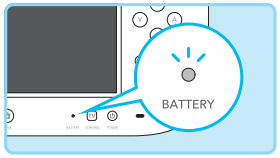
Back View



1. L Stick
   - Can also function as a button when pressed.
2. L & ZL Buttons
3. USB Port
   Connects to the USB cable for charging the controller (p. 20).
4. Battery LED
   Indicates charging status and remaining battery life (p. 21).
5. R & ZR Buttons
6. R Stick
   - Can also function as a button when pressed.
7. − Button/SELECT
8. HOME Button
   Displays the HOME Menu, where you can configure or check the battery life of the Wii U Pro Controller or view pre-installed electronic manuals. See the Wii U Electronic Manual (), on the HOME Menu.
9. + Button/START
10. A/B/X/Y Buttons
11. Player LEDs
    Indicates the player number assigned to the controller currently in use.
12. POWER Button
    Press to turn the Wii U console or Wii U GamePad on or off (p. 22).
13. +Control Pad
14. Battery Cover
    You can remove the cover if you need to replace the rechargeable battery (p. 49).
    - Do not remove the cover unless you need to replace the battery or check battery installation.
15. SYNC Button
    Press this to pair the Wii U Pro Controller with the console (p. 25).
16. RESET Button
    Press to reset the controller to default settings.

Charging the Wii U GamePad

NOTE: The AC adapters included with this system may be different from the ones pictured. See the separate insert included in the package for more information.



The Wii U™ GamePad controller can be charged with either the AC adapter or with the AC adapter and Wii U GamePad cradle (included in the Deluxe Set only). See the illustrations below for connection details.

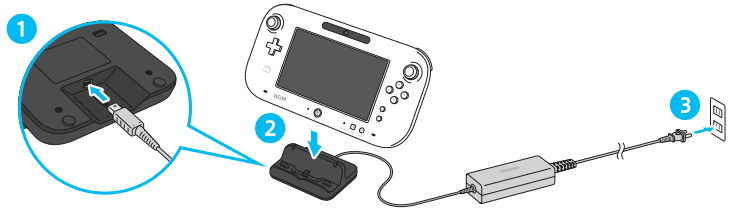
The battery LED will light orange when the battery is charging and turn off when charging is complete.

- Optimal charging temperature is between 50°-95°F (10°-35°C).
- Be sure to fully charge the battery before use for the first time, or if the system has not been used for six months. **For important battery information please see page 56.**
- If you play a game while charging, the battery LED may not always turn off once charging has completed.

Charging Options

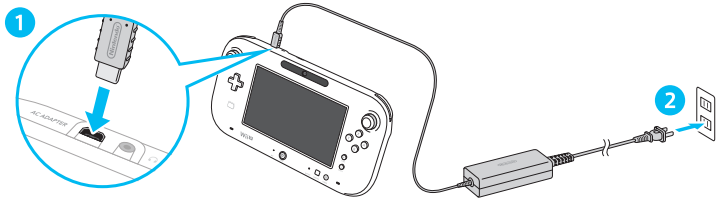
Using the AC Adapter and Wii U GamePad Cradle (Deluxe Set only)

- Place the cradle on a flat, stable surface during use.



Using the AC Adapter

When charging is complete, first unplug the AC adapter from the outlet, then unplug it from the GamePad by pulling the AC plug straight out from the controller.



IMPORTANT:

- The Wii U GamePad AC adapter, Model No. WUP-011(USA), is only for use with the Wii U GamePad or cradle (see the separate insert included in the package for more information). It is not compatible with any other Nintendo product. Do not use the AC adapter with voltage transformers, dimmer switches, or any other equipment. It is only for use in a standard household AC outlet.
- Remove covers or other accessories from the Wii U GamePad before charging.
- Be sure the AC adapter connector plug is facing in the correct direction before inserting it into the AC adapter connector on the controller.
- Insert the AC adapter connector plug straight all the way into the AC adapter connector.
- When disconnecting any plugs from the controller, charging cradle, or wall outlet, carefully pull by the plug itself rather than by the cord.

Estimated Charging Time and Battery Life

- Charging Time: approx. 2.5 hours

  Charging time will vary depending on how the system is being used and how much charge is left in the battery.
- Battery Life: approx. 3–5 hours

  Actual battery life depends on the screen brightness, the features used (such as the camera or microphone), wireless communication use, ambient temperature, and other factors.
  - The screen brightness is set to 4 by the manufacturer. You can change the screen brightness from the HOME Menu in **Controller Settings**.

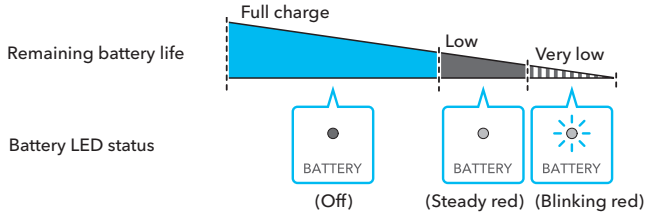
Power-Saving Mode

Power-saving mode increases battery life by automatically adjusting screen brightness and color based on what is being displayed at the time. You can enable power-saving mode from the HOME Menu in **Controller Settings**, **Wii U GamePad**.

Battery LED Status

The color and status of the LED changes depending on the remaining battery charge.

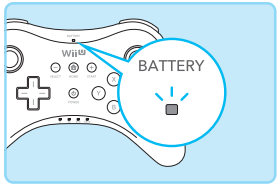
- If you run out of battery life while playing a game, you will not be able to use the Wii U GamePad. **If the battery LED turns red, charge the Wii U GamePad**.



Charging the Wii U Pro Controller

The Wii U Pro Controller is a dedicated wireless controller for the Wii U system. **This accessory is sold separately.**

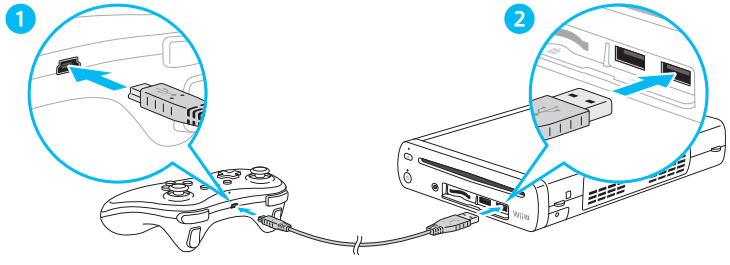
The battery LED will light orange when the battery is charging and turn off when charging is complete.



- Be sure to fully charge the battery before use for the first time, or if the system has not been used for a long time.
- The Wii U console must be turned on to charge the controller.
- Optimal charging temperature is between 50°-95°F (10°-35°C).
- Before use with the Wii U system, wireless controllers must be charged and paired with the console (p. 25).

Charging Procedure

Connect the Wii U Pro Controller USB cable, included with the Wii U Pro Controller, as shown below. Make sure all plugs are inserted straight all the way into the connectors.



IMPORTANT: To avoid damage to the Wii U Pro Controller, battery, or other equipment, always use the USB ports on the Wii U console for recharging. Do not use other devices that have USB ports, such as computers.

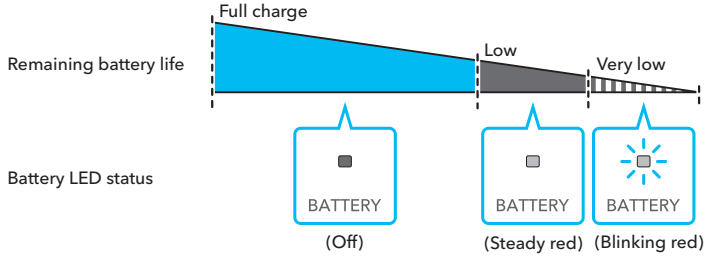
Estimated Charging Time and Battery Life

- Charging Time: approx. 4.5 hours
  Charging time will vary depending on how the system is being used and how much charge is left in the battery.
- Battery Life: approx. 80 hours
  Actual battery life depends on the features used, such as the rumble feature or wireless communication use, ambient temperature, and other factors.

Battery LED Status

The color and status of the LED changes depending on the remaining battery charge.

- If you run out of battery life while playing a game, you will not be able to use the controller. **If the battery LED turns red, charge the Wii U Pro Controller.**



Turning the Power On/Off

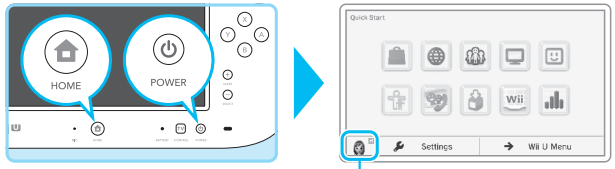
You can turn the power on and off using either the Wii U GamePad or the Wii U console.
Make sure the Wii U GamePad has been paired with the console before use (p. 25).

Options for Turning the Power On

To turn the power on, press either the POWER Button or HOME Button on the Wii U GamePad. The Quick Start Menu will appear on the GamePad screen.

Icons of software you have recently played (up to 10) will automatically appear on the Quick Start Menu, allowing you to begin play immediately.

- To use the Quick Start Menu, you must set **Configure Standby-Functions Setting** and **Configure Quick Start Settings** to **Enable** under Power Settings in the System Settings (p. 32).
- Icons of software that were installed while the console was turned off will also appear.

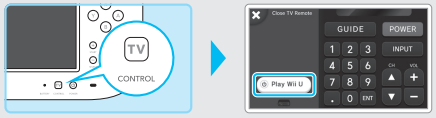


If the console is set up to automatically select a user, that user's Mii character will be displayed on the screen. You can switch between users by tapping on the Mii character.

Turning the power on using TV (TV Control Button) on the Wii U GamePad

Press TV on the GamePad and then tap **Play Wii U** on the TV Remote Features Screen. After the TV Remote Features Screen closes, the Quick Start Menu will appear.

- The TV Remote feature allows you to control the TV using the GamePad. See the Wii U Electronic Manual ( ), **TV Remote.**



Turning the power on without using the GamePad

Press ⏻ on the Wii U console, Wii Remote controller, or Wii U Pro controller to turn the power on. After a user is selected, the Wii U Menu will appear.

Turning only the Wii U GamePad screen off

If you are not using the GamePad screen, you can temporarily turn it off to save battery life. To turn off the screen, go to the HOME Menu and tap **Controller Settings**.

NOTE: The battery LED will flash slowly when the screen is turned off.

Turning the Power Off

Press ⏻ on the Wii U GamePad for one second. When the power is off, the power LED on the Wii U console will turn from blue to red and the GamePad screen will turn off.

- The power can also be turned off by pressing ⏻ on a Wii Remote or Wii U Pro Controller, or on the Wii U console.
- The power LED does not turn off when the console turns off unless the console is unplugged from the wall outlet.
- You cannot turn off the power using the GamePad if you are using the Wii Menu or a Wii Game Disc.

Precautions when turning the power off and then on again...

To avoid damage to your console, when turning the power off, **wait at least four seconds** after the Power LED turns red before turning the power back on.

Automatic Power Off Feature

The Wii U console can be set to automatically turn off if it is unused for a certain amount of time. You can configure this feature in System Settings on the Wii U Menu, **Automatic Power Off**.

- This feature has been set by the manufacturer to turn off the system after one hour.

Standby Functions

If you turn the power off on the Wii U console when software is being downloaded or installed, this feature automatically finishes the download and installation, and then turns the console off.

NOTE: This mode is disabled by default. (This can be changed in System Settings on the Wii U Menu, **Power Settings**.)

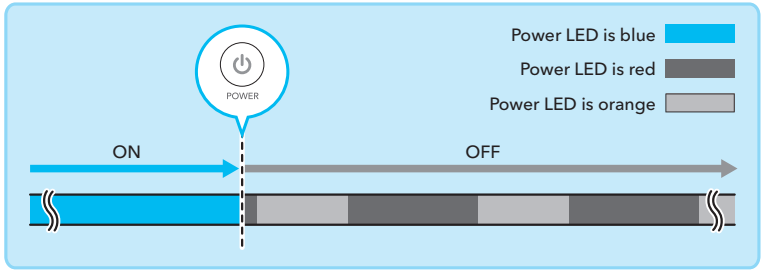
If you enable this feature, software will not be automatically downloaded or installed if either of the following occur:

- The power is turned off by holding down the POWER Button for at least four seconds.
- The AC adapter is disconnected after turning the power off.

Power LED Color and Wii U Console Operations.

If you enable Standby Functions, the power LED on the Wii U console will change from red to orange at fixed intervals after the power is turned off. The system is checking for updates or software to be downloaded or installed. If such data is found, the remaining downloads or installations will be performed. The Power LED will turn red again after they have been completed.

- Initially, the interval for Standby Functions (the time the LED remains red) is set to one hour. (This can be changed in System Settings on the Wii U Menu, **Power Settings**.)



Receiving Notifications

If you go to Power Settings under System Settings on the Wii U Menu and select **Quick Start Menu > Wii U GamePad Alerts > Yes**, a tone will sound on the Gamepad and the screen will display the notification when it is received.

- The screen will turn off automatically after a certain amount of time, however you can turn it off immediately by tapping **Close** on the bottom left of the Notifications screen.
- You can select the audible tone on the Quick Start Setup screen.

Pairing Controllers

Before using a Wii U GamePad, Wii U Pro Controller, or Wii Remote controllers, they must first be paired with the Wii U console. After pairing, you will be able to turn the console power on and off by pressing ⏻ on the controller. See the information at the bottom of the page for specific information on pairing a Wii U GamePad.

- If you will be using Wii Remote controllers, you must first install the included sensor bar (p. 26). Some software titles do not require a Sensor bar.
- A controller must always be paired to the console you wish to use it with. If a controller has been paired to a different console, it will need to be paired again to any new console you wish to use it with (including Wii Remote controllers for Wii consoles).
- For the Wii Balance Board™, please see the instruction manual included with compatible software for pairing instructions.

Pairing Procedure for Controllers

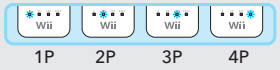
To pair a Wii Remote, Wii U Pro Controller, or other compatible accessory, first open the Wii U Menu, then press SYNC on the front of the Wii U console.

Follow the on-screen instructions and press SYNC on the controller to finish the pairing procedure.

You can pair up to 10 controllers with the console. If you pair additional controllers, the oldest controller pairing data is deleted and replaced by the newest data.

Press the SYNC Button on the controller you want to pair.
If you are pairing a Wii U GamePad, press the SYNC Button on your Wii U console one more time.
Back

The Player LED on the controller will light up when pairing is complete. The Player LED indicates the player number of the controller currently in use.



Player LEDs on a Wii Remote

Pairing Procedure for the Wii U GamePad

To pair a Wii U GamePad, first open the Wii U Menu. Press SYNC on the front of the Wii U console TWICE, then press SYNC on the Wii U GamePad.

Follow the on-screen instructions, entering the graphic symbols as described.

Press the SYNC Button on the Wii U GamePad, then enter the four symbols shown below.
Press the SYNC Button on the Wii U console to return to the previous screen.
Back

Using Wii Remote Controllers

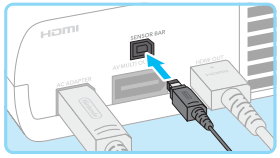
IMPORTANT: Before using Wii Remote or Wii Remote Plus controllers, be sure to review Health and Safety Information on the Wii U Menu.

To use software that is compatible with Wii Remote controllers, you must first install the included sensor bar as described below. (Some software titles do not require a sensor bar.)

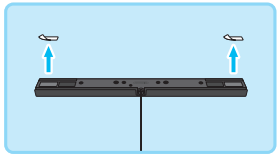
Installing the Sensor Bar

1 Connect the sensor bar to the Wii U console.

- Make sure the sensor bar plug is inserted completely into the connector.
- If you already have a sensor bar installed for a Wii console, you can switch it to the Wii U console, rather than installing an additional one.

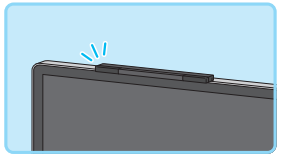


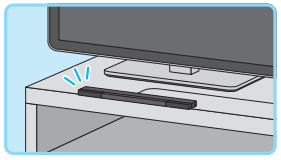
2 Remove the protective film from the foam pads on the bottom of the sensor bar.



3 Place the sensor bar above or below the TV screen.

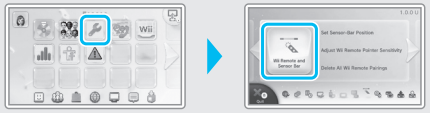
See **sensor bar Placement Guidelines** on the next page for reference.





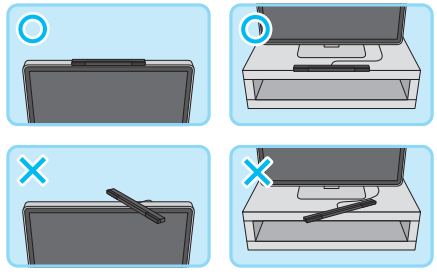
If you place your sensor bar under the TV screen:

On the Wii U Menu in System Settings, select **Wii Remote and Sensor Bar, Set Sensor Bar Position**, and set the position of the sensor bar to **Below the TV**. (This is necessary for proper operation of the Wii Remote controllers.)



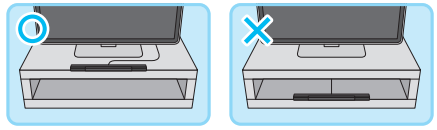
Sensor Bar Placement Guidelines

- **Center the sensor bar with the TV screen, facing straight ahead.**
  - Do not place the sensor bar over air vents on the TV.



- **Place the sensor bar to slightly overhang the front surface of the TV screen.**

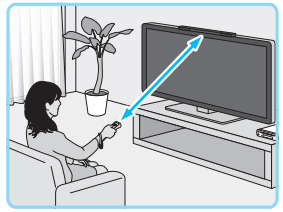
- **Place the sensor bar on the same surface as the TV.**



Recommended Play Environment

For the best results when using the Wii Remote controller:

- The front of the sensor bar should be directly in front of you and clearly visible.
- Avoid blocking the signal between the remote and the console or sensor bar.
- Sit (or stand) directly in front of the TV, between 3 and 10 feet (1-3m) away.
- Avoid bright light sources behind or near the TV.



If the Wii Remote is not operating properly, see **Wii Remote and Sensor Bar** in System Settings on the Wii U Menu to make adjustments, or review "Wii Remote controllers" in **Troubleshooting** (p. 59).

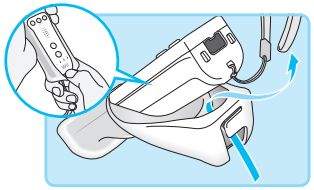
Using the Wii Remote Jacket

- Be sure that the Wii Remote Jacket is installed prior to gameplay to reduce the risk of harm to the remote, surrounding objects, or people.

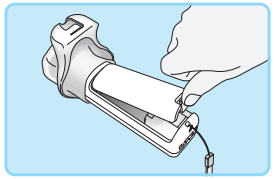
It might be necessary to remove the Wii Remote Jacket - for example, to replace the batteries in the Wii Remote controller. If you do remove the Wii Remote Jacket, be sure to put it back on before further play.

Installing Batteries in the Wii Remote

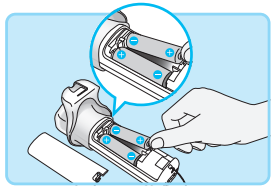
1. Pull the jacket from the base of the controller and pull the wrist strap out.



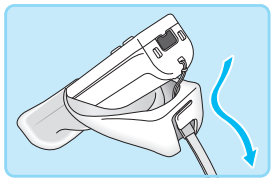
2. Pull the jacket up to expose the entire battery cover and remove the cover.



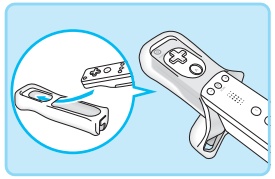
3. Insert the batteries, negative (–) end first. When removing batteries, remove the positive (+) end first.



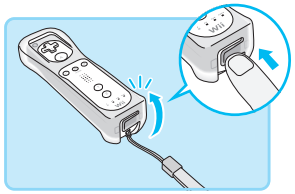
4. Replace the battery cover and pull the wrist strap back through the hole in the bottom of the jacket. Pull the jacket back over the base of the controller.



5. If you completely remove the jacket, replace it by inserting the controller as shown - pushing it all the way into the top of the jacket.
   - Be sure to thread the wrist strap back through the hole in the bottom of the jacket, as shown in step 4.

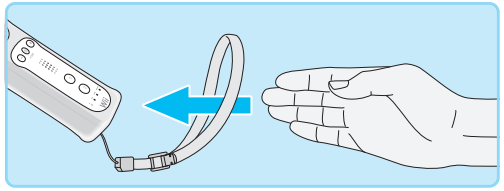


6. Insert the connector cover into the external extension connector on the bottom of the controller.

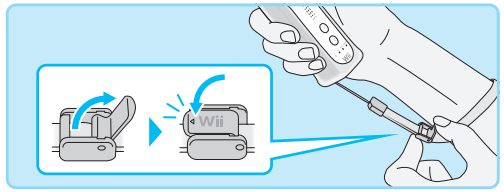


Wearing the Wii Remote Wrist Strap

1. Open the lever on the strap lock and place your hand through the wrist strap. Hold the remote firmly during use.



2. Slide the strap lock up so that the strap will not fall off your wrist. Close the lever to hold the lock in place.

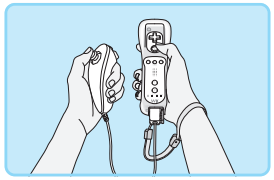


Using the Nunchuk

(The Nunchuk is an optional accessory for the Wii Remote, sold separately.)

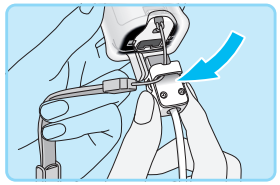
IMPORTANT: Before using the Nunchuk™ accessory, be sure to review Health and Safety Information on the Wii U Menu.

- The Nunchuk can only be used with a Wii Remote controller and with games that include compatible features. Review the instructions for the game you are playing for more information.

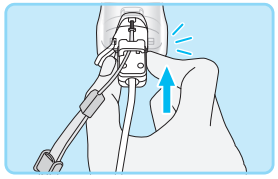


Be sure to install the Nunchuk as described. Use the connector hook on the Nunchuk plug with the wrist strap cord to prevent the Nunchuk plug from becoming separated from the external extension connector on the remote and striking objects or people.

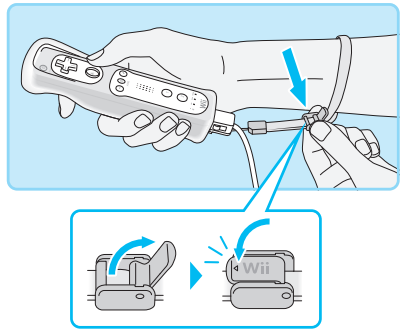
1. **Feed the cord on the wrist strap through the connector hook on the Nunchuk plug, as shown.**



2. **Insert the Nunchuk plug into the connector on the bottom of the remote until it snaps into place.**

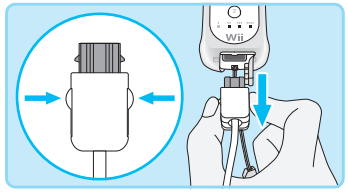


3. **Open the lever on the strap lock and place your hand through the wrist strap. Slide the strap lock up so that the strap will not fall off your wrist. Close the lever to hold the lock in place. Hold the Wii Remote controller firmly during use.**



Disconnecting the Nunchuk

Press the lock/release levers on the sides of the Nunchuk plug as shown. Pull the plug straight out of the connector on the bottom of the controller.



System Settings

In System Settings, you can configure many of the features of your Wii U system, including connecting to the Internet or managing data, or you can view information such as the system version of the Wii U console.

- System settings apply to all users. You cannot set up different settings for each user.

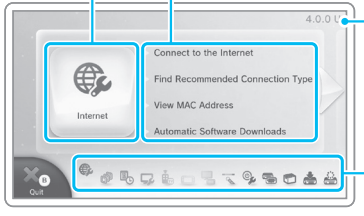
Configuring Settings

See the Wii U Electronic Manual (?), **System Settings**, for more information on the settings that you can configure.

Settings category

Tap to configure options for this category.

List of settings options within a category



System version of console

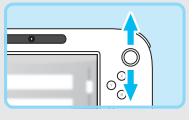
Icon list of settings categories

Tap an icon to select a category, or scroll between pages by sliding the stylus or tapping the page scroll arrow.

Descriptions of Settings

The TV screen will display information about configuring the specific setting during the process.

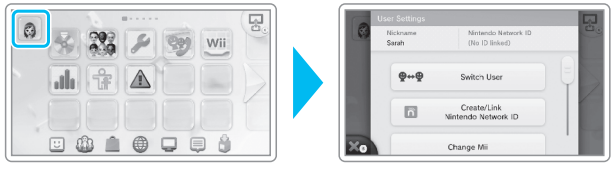
Use the R Stick on the Wii U GamePad to scroll through the information on the TV screen.



User Settings

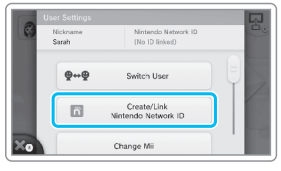
On the Wii U system, game save data, gameplay times, and other player information can be saved and managed for each person using the system. To use network-based services or features, you must first configure your Internet connection as well as register a Nintendo Network ID for each user.

Tap the Mii character at the top left corner of the Wii U Menu to go to the User Settings screen to change or set up users.



Registering a Nintendo Network ID

Tap **Create/Link Nintendo Network ID** on the User Settings screen and follow the on-screen instructions.



- If you already have a Nintendo Network ID on one of the Nintendo 3DS family of systems, you can register the same ID on your Wii U console and share information such as your Nintendo eShop account balance on both systems.
- A Nintendo Network ID is not the same as a Club Nintendo ID.
- An email address is required to register a Nintendo Network ID.
- A parent or guardian must register users 12 years of age or younger, and a parent or guardian's email address is required.

When registering a Nintendo Network ID:

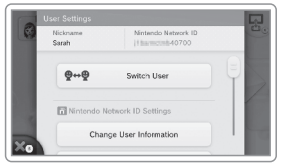
Each user that registers a Nintendo Network ID can access Miiverse, Nintendo eShop, and the Friend List application.

When you register a Nintendo Network ID, n will appear on your Mii character icon.

Nintendo Network ID registration and access to certain Wii U features	Not registered	Registered
Purchase history of downloaded games/Friend management	No	Yes
Use of services and features that require registration	No	Yes
Play History/Save Data/Mii Management	Yes	Yes

Changing User Settings

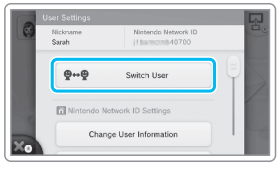
Select the option you would like to change on the User Settings screen and follow the on-screen instructions.



- When you change your Nintendo Network ID information on the Wii U system, information for the same ID on a system in the Nintendo 3DS family will also change.
- When you delete a Nintendo Network ID, information such as your Nintendo eShop balance will also be deleted and you will no longer be able to use that ID on another system. For more information, refer to **Additional User Information** in the Health and Safety application available on the Wii U Menu.

Adding/Switching Users

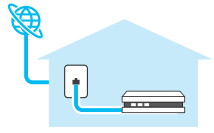
If more than one person will be using the Wii U system, you can add additional users. From the User Settings screen, tap **Switch User** and then follow the on-screen instructions.



- You can have a maximum of 12 users on a single Wii U console.
- You can also add users from the User Selection screen that appears after you turn the power by pressing ⏻ on the Wii U console.

Internet Settings

Connect to the Internet to download software not available in stores and play online with people around the world.



Internet Connection Requirements

What you will need depends on your household environment.

Do you have a high-speed broad-band Internet connection, such as cable or DSL?

Yes → Do you have a wireless network environment (a wireless LAN access point)?

No → Set up a broadband Internet connection environment (see below).

Yes → Does your wireless LAN access point support the 802.11n, 802.11g, or 802.11b standards?

No → Install a Wii LAN Adapter [RVL-015] (see next page).

Yes → Configure your Internet connection settings under **Internet** in System Settings on the Wii U Menu.

No → Install an access point that supports the 802.11n, 802.11g, or 802.11b standards (see next page).

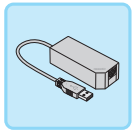
Broadband Internet Environment

There may be several options to get a broadband connection to your home. Cable, DSL, and optical-fiber networks are among the most common. Check with your local broadband providers for more information.

Communication Device (Wired or Wireless)

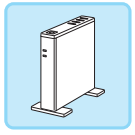
You will need one of the following.

NOTE: If you are using a bridge modem that does not include any router functionality, you will also need a separate broadband router.



Wii LAN Adapter (sold separately)

This connects to the Internet using a cable connection. See the LAN adapter manual for information on how to connect the LAN adapter.



Wireless LAN Access Point (sold separately)

Use an access point that supports the 802.11n, 802.11g, or 802.11b standard to connect to the Internet wirelessly.

Setup can be simplified if you use an access point that includes one of the following features:

AOSS™ Wi-Fi Protected Setup™

- Visit support.nintendo.com for a list of wireless access points (routers) confirmed to work with the Wii U console. You cannot use access points that only support the 802.11a standard.

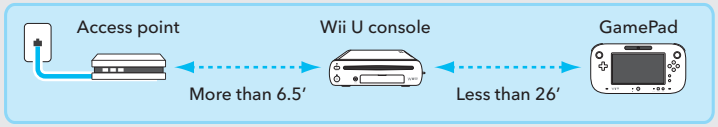
When your network environment is ready...

Configure your connection settings in System Settings, **Internet**, on the Wii U Menu.

NOTE: Detailed instructions are displayed on the TV screen during configuration.

If you can't connect to the Internet...

- Check the location and distance of your access point. If possible, locate your access point in the same room as your Wii U console for the strongest signal.
- Check for metal objects or electronic devices that may be close to your access point or Wii U console. Objects such as metal filing cabinets, speakers, power strips, or cordless phones can interfere with wireless signals and should be moved further away if possible.



Parental Controls

Parental Controls can limit the download and use of certain content on the Wii U system. Parental Controls can also limit the use of certain Wii U system features.

- When Parental Controls are enabled, some System Settings, such as Internet Settings, System Transfer, and Format System Memory, cannot be accessed. You will need to enter the PIN to access these features.

IMPORTANT: A parent or guardian should configure the Parental Controls settings.

PIN for Identification

Make sure to not forget the PIN and answer to the secret question that you create when setting Parental Controls. If you do forget these, tap **"I Forgot"** in the upper right corner of the screen and follow the instructions displayed.

Restriction Options

See the Wii U Electronic Manual (?), **Parental Controls**, for more information.

IMPORTANT: Restriction options are dependent on the availability of system features. A System Update may be required for a complete list of options.

Game Rating	Restricts all usage (as well as purchase through Nintendo eShop) of software exceeding the selected rating.
Online Interaction in Games	Restricts the use of online features of software such as online play, conversation among users, and Miiverse posts.
Internet Browser	Restricts the use of the Internet browser.
Wii U Shopping Services	Restricts the use of credit cards or the purchase of software through services such as Nintendo eShop.
Miiverse	Restricts users from viewing or posting content on Miiverse.
Friend Registration	Restricts the registration of additional friends.
Entertainment Excluding Games	When this setting is enabled, before any non-game software not covered by its own parental control starts, you will see a description of the software and be offered a chance to lock or unlock it for the current user with the Parental Controls PIN.
Data Management	Restricts the deletion or moving of software or save data using Data Management.
Internet Settings	Restricts the addition, modification, or deletion of Internet settings.

- Some features, such as User Settings (p. 33), Format System Memory, and Wii U Chat, are restricted automatically.
- The Wii U Menu and the Wii Menu have different restriction options.

Playing Wii Software

You can play Wii software (Wii Game Discs, WiiWare, or Wii Virtual Console titles) from the Wii Menu.

NOTE: You cannot play Wii software using the Wii U GamePad or Wii U Pro Controller.

What You Will Need

You will need the following accessories (sold separately) to play Wii software on the Wii U system:

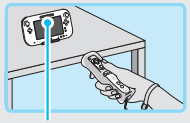
- A Wii Remote or Wii Remote Plus controller that has been paired to the Wii U console (p. 25).
- A sensor bar connected to the Wii U console (p. 26).

NOTE: You may need additional controllers or accessories to play some games. See the game manual for more information.

Displaying Wii Games on the Wii U GamePad Screen

You can use either the TV screen or the GamePad screen to display Wii software. **When playing software on the GamePad screen, point the Wii Remote toward the sensor bar on the GamePad.**

For more information, see the Wii U Electronic Manual ( ), **Wii Menu**.



Sensor bar

To Quickly Switch to the Wii Menu

Press ⏻ on the Wii U console to turn the power on. When you see the Wii U logo on the TV screen, press and hold the B Button on the Wii U GamePad. This will take you directly to the Wii Menu.

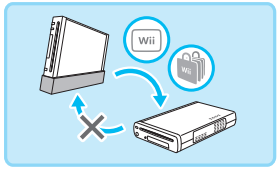
To Turn the GamePad Screen On or Off

When you are using the Wii Menu or playing Wii software, you can press the POWER Button on the GamePad to turn the GamePad screen off.

NOTE: If you press the POWER Button when playing Wii U software or using other Wii U features, you will turn the Wii U console off.

Transferring Wii System Data

You can transfer software, saved game data, and other data from your Wii console to your Wii U console. You will need the following items before transferring:



- Operational Wii U and Wii systems and two Wii Remote controllers—one paired with the Wii console and one paired with the Wii U console (p. 25).
- An SD or SDHC Memory Card (SD Card) with at least 512 MB of free space.
- A broadband Internet connection (both systems must be connected to the Internet).
  - See the **Wii Operations Manual - Channels & Settings** for details on Internet connections for the Wii console.

IMPORTANT: Transferred data is permanently deleted from the Wii console. Once you have transferred data to the Wii U console, it cannot be transferred back to a Wii console. Data cannot be transferred from your Wii U console to a Wii console.

Data You Can Transfer

You can transfer the following data only. All data that can be transferred will be transferred at one time, so you are unable to select which data to transfer. (Some content may not be transferable but will still be available on the Wii console after the transfer procedure.) Visit **support.nintendo.com/wiiu/transferdata** for more information.

Wii Software	• Wii Software Save Data[1] • WiiWare and Save Data[1, 2] • Virtual Console titles and Save Data[1, 2] • Add-on Content
Wii Shop Channel	• Wii Points[3] • Wii Shop Channel Account Activity
Other	• Mii Characters[4]

1 If save data is stored on an SD Card, transfer it to the Wii console's system memory before beginning the transfer process.
2 Preinstalled software cannot be transferred. Visit support.nintendo.com for more information.
3 Any Wii Points you have purchased will be added to the balance in the Wii Shop Channel, accessed from the Wii Menu application on the Wii U console. Transfer is not possible if the combined point total would exceed 10,000 Wii Points.
4 Mii characters are moved to the Mii Channel, accessed from the Wii Menu application on the Wii U console.

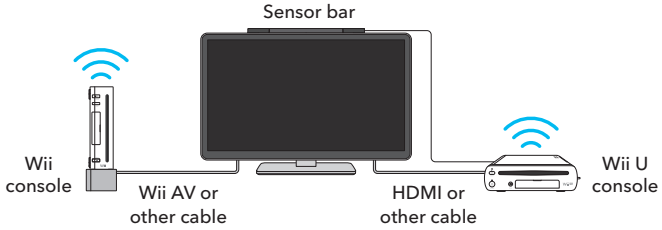
Downloading Software That Has Been Deleted or Moved From a Wii U Console

If you delete software purchased from the Wii Shop Channel, or move it to an SD Card, the software will still be available for download in the Wii Shop Channel on the Wii Menu of Wii U. You can download it again from the Wii Shop Channel at no cost.

Preparing for Data Transfer

Checking Your Connections

Make sure your Wii U console, Wii console, and sensor bar are all set up correctly, and that both consoles are able to connect to the Internet. In the illustration below, both consoles are connected to the same TV:



Linking a Nintendo Network ID

Before you can transfer data, you will need to create a Nintendo Network ID and link it to your Wii U user (p. 33). Also see the Wii U Electronic Manual ( ), **User Settings**, for additional information.

Mii character icon of the current user

Transfer Procedure

Both systems must be connected to a TV. If both systems are connected to the same TV, you will need to switch between the two systems as you go through the transfer steps. There are two ways this can be done:

- Use the input select of the TV to switch between the two systems; or
- Plug the standard AV cable that came with your Wii console into your TV and swap the cable between the two systems during the transfer process. (Swap the cables at the same time you are swapping the SD Card.)

IMPORTANT: To avoid loss of data or damage to your system or components, do not remove the SD Card, turn off the console, or unplug the AC adapter during the transfer process.

See the following pages for step-by-step instructions on transferring system data.

Wii U system

1 Select the "Wii Menu" icon on the Wii U Menu.

NOTE: You will need to pair (synchronize) a Wii Remote with your Wii U console to launch the Wii Menu (p. 25).

2 Select "Wii System Transfer."

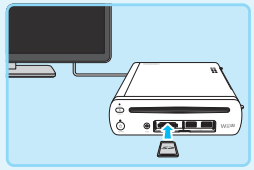
This will download the channel required for the transfer (Wii System Transfer) and add the icon for this channel to the Wii Menu.

- Choose **Wii System Memory** as the destination for the download.

3 Select the new icon for "Wii System Transfer" on the Wii Menu.

4 Insert the SD Card you will be using for the transfer into the Wii U console.

Read and follow the on-screen instructions carefully. Information about the Wii U console necessary for transfer will be saved on the SD Card.



5 Change the TV input from the Wii U system to the Wii system.

NOTE: If you are using only one Wii Remote, you will now need to pair (synchronize) your Wii Remote with the Wii console. (Refer to the **Wii Operations Manual, System Setup**, for details.)

Wii system

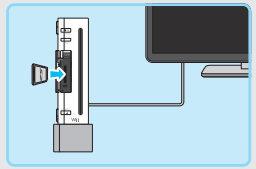
6 Launch the Wii Shop Channel (on the Wii console) and download the free Wii U Transfer Tool.

Select **Start Shopping** from the main menu. You can find the Wii U Transfer Tool in the Wii Channels category.

- Choose **Wii System Memory** as the destination for the download.

7 Select "Wii U Transfer Tool" from the Wii Menu.

8 Move the SD Card from the Wii U console to the Wii console.



Read and follow the on-screen instructions carefully. The data being transferred from the Wii console will be saved on the SD Card. Any downloaded content currently downloaded to the Wii system memory will be scheduled for redownload on the Wii U system.

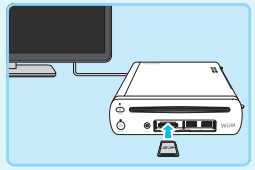
- Save data that is not currently in Wii system memory will not be transferred.
- Wii Shop purchases that are not currently downloaded to the Wii system memory will be available for download on the Wii U system once the transfer has been completed.

9 Change the TV input from the Wii system to the Wii U system.

NOTE: If you are using only one Wii Remote, you will now need to pair (synchronize) your Wii Remote with the Wii U console

Wii U system

10 Move the SD Card from the Wii console to the Wii U console.

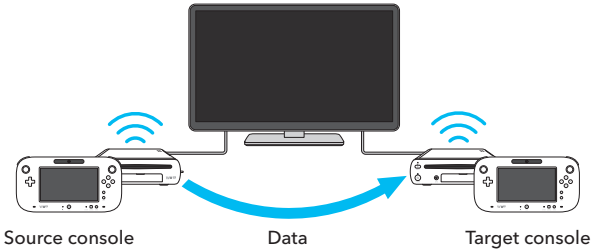


Read and follow the on-screen instructions carefully. The data saved on the SD Card will now be saved to the Wii U console. Any downloaded content will be redownloaded to the Wii U console. Depending on the amount of data transferred and your home network's download speed, this may take some time.

NOTE: When the save process is completed, the data on the SD Card will be deleted.

Transferring Wii U System Data

You can transfer software, saved game data, and other data from one Wii U console to another Wii U console.



You will need the following items before transferring:

- The source Wii U console set and the target Wii U console set[1]
- An SD or SDHC Memory Card[2]
- A broadband Internet connection (both systems must be connected to the Internet) (p. 35)
- A broadband router, modem, or wireless access point (Wi-Fi network)
- A Wii Remote or Wii Remote Plus[3]

[1] If you cannot connect both consoles to the television at the same time, connect the target Wii U console.

[2] The amount of free space required on the SD card depends on the amount of data saved on the source Wii U console. The amount of data will be displayed on the GamePad before you insert the SD card (maximum 32 GB).

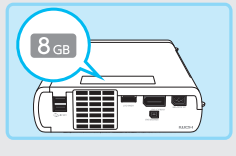
[3] This is a requirement if the console contains any Wii software data.

Transferring Data from a Deluxe Set to a Basic Set

The Wii U system is available in either a Deluxe Set or a Basic Set. The consoles in either system store different amounts of data. If the amount of data to be transferred exceeds the capacity of the target console, a separate external USB storage device (sold separately) will be needed.

Visit support.nintendo.com for information about USB devices that are supported on the Wii U console.

Check the label on the bottom of each console for the memory capacity (see illustration), which will be either 8 or 32 GB.



Data You Can Transfer

You can transfer only the following data listed in the table below.

You cannot transfer specific users and their data, controller settings (paired system information or controller settings stored in System Settings), or data other than what is listed below.

Visit **support.nintendo.com/wiiu/transferdata** for more information.

Wii U software data[1]	• Wii U software save data • Pre installed software and related save data[2] • Software downloaded from Nintendo eShop and related save data • Software patches, downloadable content, and passes
User data	• Nintendo Network ID, email address, and other user settings • Parental Controls settings • Nintendo eShop account activity and balance
Wii system data	• Wii software and Wii Shop Channel data[3]
Other data	• Mii characters

[1] Some software cannot be used on the target Wii U console.

[2] Mii Maker, friend list, Miiverse, and other system applications can be used on the target Wii U console without change.

[3] See "Transferring Wii System Data" (p. 39) for information on the data you can transfer and other important notes.

Important Information on System Transfers

- Transferred data is permanently deleted from the source Wii U console.
- Data saved to the target Wii U console (including save data and user data) is deleted and overwritten with the data on the source Wii U console.
- Downloadable software that was saved to the Wii U console at the time of purchase will only be playable on the target console.

  NOTE: If downloadable software was saved to the source Wii U console at the time of purchase, the Account Activity for that downloadable software will be moved to the Account Activity of the Nintendo Network ID that is selected at the time of the transfer.
- USB storage devices that were previously used on the target console cannot be used on either console, nor will you be able to use any data saved on the device.

  NOTE: The USB storage device must be reformatted to use with your console again.
- Software and downloadable content that was previously downloaded to the target Wii U console will be deleted, however if you re-register the Nintendo Network ID that is linked to the target console after the transfer procedure is complete, you can re-download the content from Nintendo eShop at no cost.
- To reuse the Nintendo Network ID that was linked to the target Wii U console before the transfer procedure, you will need the Nintendo Network ID, password, and email address. Be sure to record this information before starting the transfer procedure.

  NOTE: If you forget your Nintendo Network ID, you can verify it in User Settings (p. 33). If you forget your password, tap **I Forgot** on the password entry screen and follow the on-screen instructions.

Preparing for Data Transfer

Checking Your Connections

Make sure that both consoles are able to connect to the Internet on the same device (broadband router, modem, or Wi-Fi access point).

Check your Nintendo Network ID

Before you can transfer data, you will need to have a Nintendo Network ID linked to the source console (p. 33).

NOTE: You do not need to link a Nintendo Network ID to the target console before the data transfer.

Mii character icon of the current user

Transfer Procedure

The System Transfer procedure is performed on the Wii U GamePad for each console.

IMPORTANT: To avoid loss of data or damage to your system or components, do not remove the SD Card, turn off the console, or unplug the AC adapter during the transfer process.

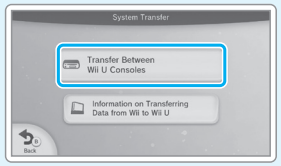
1 Source console Target console

From the Wii U Menu, open System Settings and tap "System Transfer."

2 Source console Target console

Select "Transfer Between Wii U Consoles."

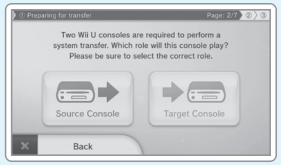
Read the precautions on the screen carefully and follow the on screen instructions. The space required on the SD Card for the transfer is displayed after Step 3.



3 Source console Target console

Confirm which console is the source and which is the target.

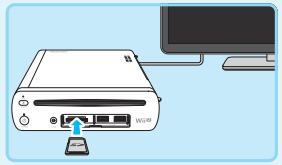
After tapping the appropriate button on each GamePad, follow the on-screen instructions.


Two Wii U consoles are required to perform a system transfer. Which role will this console play? Please be sure to select the correct role.
Source Console
Target Console
Back

4 Insert the SD Card into the source Wii U console.

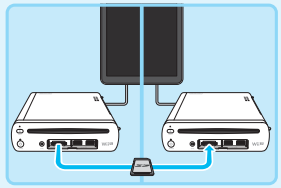
The data on the source console will be moved to the SD Card.

NOTE: Software and data that was downloaded on the source console is not moved onto the SD Card. After the transfer procedure is complete, it is automatically downloaded at no cost from Nintendo eShop (see information below).



5 Remove the SD Card from the source console and insert it into the target console.

The data from the source console that was moved to the SD Card will be saved to the target console.



When the data is finished being saved to the target Wii U console, the System Transfer is complete and you can now play disc-based or other software titles.

If a USB storage device was used with the source console, it can be used as-is on the target console.

- The data that was saved on the SD Card (from the source console) is deleted once the System Transfer is completed.
- To use controllers that were paired with the source console you must first pair them with the target console.

Automatic Download of Software and Data from the Source Console

You can check the status of automatic downloads from Nintendo eShop after System Transfer is complete by selecting Download Management on the Wii U Menu (see the Wii U Electronic Manual ( ), **Download Management**).

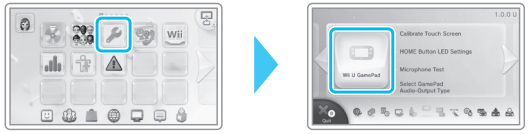
- If the number of downloadable item exceeds 64, you will have to download them individually from Nintendo eShop.
- You can play any downloaded software as soon as it is finished downloading.
- Some software may take an extended time to download.

Controller Calibration

Use the following instructions to recalibrate the Touch Screen or reset the L and R control sticks if they do not seem to be operating correctly.

Calibrating the Touch Screen

Open the Wii U Menu and select System Settings. Select the option for calibrating the Wii U GamePad Touch Screen and follow the on-screen instructions. If you are unable to use the Touch Screen properly, use the +Control Pad and Ⓐ.

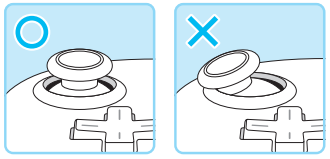


Resetting the L and R Control Sticks

The neutral position of the control sticks can be incorrectly set if you move them during the following actions:

- turning the console on
- launching software
- quitting software and returning to the Wii U Menu

This can cause erratic gameplay control or cause objects on the screen to move when you are not using the controller.



Wii U GamePad L Stick

Reset Procedure

To reset the control sticks, allow them to return to a neutral untouched position and simultaneously hold down Ⓐ, Ⓑ, ⊕, and ⊖ for at least three seconds.

Calibrating the Wii U GamePad Motion Sensor

When using software you may notice that the screen or cursor is moving when you are not touching the GamePad, or that movements on the screen do not correspond to the way you are operating the GamePad. The motion sensor may need to be re-calibrated. Open the HOME Menu, then simultaneously hold down Ⓨ and Ⓑ on the GamePad for three seconds. When the calibration screen appears, lay the GamePad down flat on a level surface, then select either "Calibrate" or "Revert to Defaults."

- If you select "Calibrate," the orientation of the GamePad when you tapped the button will be treated as level.

Battery Replacement

Rechargeable batteries become worn with repeated charge/discharge cycles, and the amount of time they can be used when fully charged will decrease gradually over time (after 500 charges, usage time may be reduced to 70%). If you feel the usage time has dropped off noticeably, replace the battery.

IMPORTANT: Batteries should always be replaced by an adult.

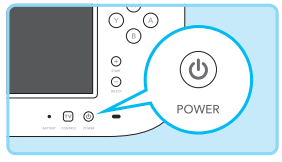
Wii U GamePad

Do not use any battery other than the Wii U GamePad Battery, Model No. WUP-012.
A replacement battery can be ordered from the Nintendo website at store.nintendo.com. (USA/Canada only) or by calling Customer Service at 1-800-255-3700.

- Before replacing the battery, turn the power off and disconnect the AC adapter if it is connected to the controller.

1 Turn off the Wii U console and the GamePad.

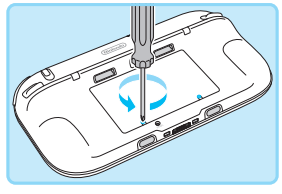
If the Wii U console Power LED is blue, hold down the POWER Button on the GamePad to turn off both the console and the GamePad.



2 Loosen the battery cover screws.

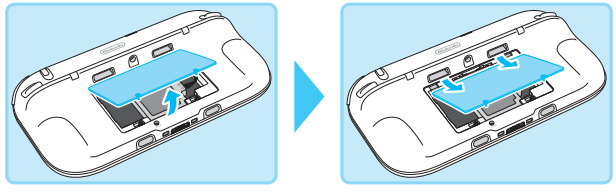
The battery cover is designed so the screws can be loosened, but not fully removed.

NOTE: To avoid damage to the screw or threads, use a screwdriver that is appropriate for the screw (crosshead style, size 0).



3 Remove the battery cover.

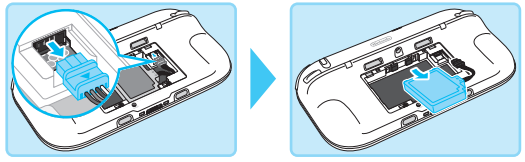
Lift the edge of the battery cover slightly and then remove it as shown below.



4 Remove the battery.

Using your fingers only in the area marked with ▼, unplug the connector first, and then remove the battery, as shown below.

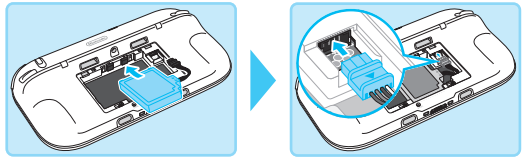
- When disconnecting the battery cable, pull by the plug, not the cable.
- Please recycle the used battery (p. 52).



5 Wait at least 10 seconds, then insert the new battery.

Make sure the battery is oriented correctly, as shown below.

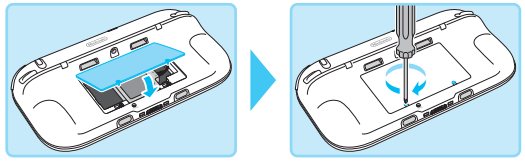
- Waiting 10 seconds will allow the power LED to reset correctly.



6 Replace the battery cover.

After replacing the battery cover, tighten the two screws, being careful not to overtighten them.

IMPORTANT: Always be sure to replace the battery cover and tighten the screws before resuming use.

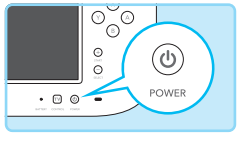


7 Recharge the GamePad

Always recharge the GamePad battery after replacing it (p. 18).

8 Turn the power on

Press ⏻ on the Wii U GamePad to turn the Wii U console on.



Wii U Pro Controller

Do not use any battery other than the Wii U Pro Controller rechargeable battery, Model No. CTR-003.

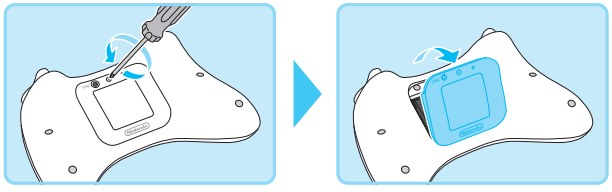
A replacement battery can be ordered from the Nintendo website at store.nintendo.com. (USA/Canada only) or by calling Customer Service at 1-800-255-3700.

- Before replacing the battery, turn the Wii U console power off and disconnect the USB cable if it is connected to the controller.

1 Loosen the screw and remove the battery cover.

The battery cover is designed so the screw can be loosened, but not fully removed.

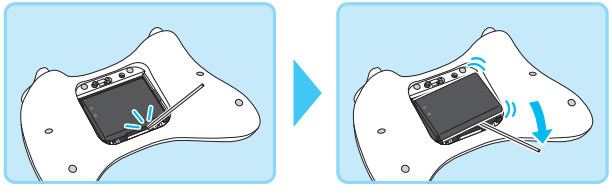
NOTE: To avoid damage to the screw or threads, use a screwdriver that is appropriate for the screw (crosshead style, size 0).



2 Remove the battery.

Insert the stylus from the Wii U GamePad under the battery, as shown below, and gently lift the edge, allowing you to remove the battery.

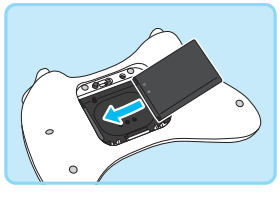
- Please recycle the used battery (p. 52).



3 Wait at least 10 seconds before inserting the new battery.

Make sure the battery is oriented correctly, as show in the illustration.

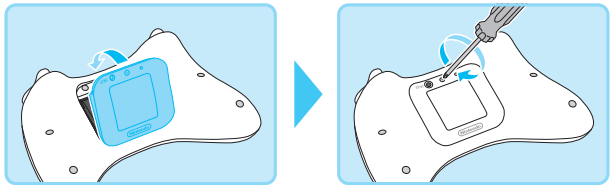
- Waiting 10 seconds will allow the power LED to reset correctly.



4 Replace the battery cover.

After replacing the battery cover, tighten the screw, being careful not to overtighten it.

IMPORTANT: Always be sure to replace the battery cover and tighten the screw before resuming use.



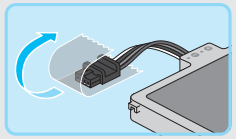
PLEASE RECYCLE YOUR USED BATTERIES

When disposing of a rechargeable battery, take care to follow appropriate local guidelines and regulations. Cover the terminals with tape before recycling.

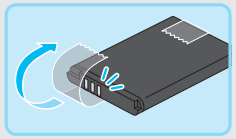
- Do not disassemble, attempt to repair, or deform the battery pack.
- Do not dispose of rechargeable batteries in a fire.

To find a collection site near you, contact your local solid waste authority or, in the United States, visit: http://www.epa.gov/osw/conserve/materials/battery.htm

For more information or for assistance from Nintendo, visit: recycle.nintendo.com



Battery for the Wii U GamePad



Battery for the Wii U Pro Controller

Wii U Console

The Wii U console uses a lithium coin cell battery. **Contains perchlorate material - special handling may apply.** For more information visit www.dtsc.ca.gov/hazardouswaste/perchlorate/.

- Do not remove the battery from the Wii U console unless it needs to be replaced (if the console clock stops functioning).

1 Make sure that the disc LED is not on.

If the disc LED is illuminated, press ⏏ on the front of the console to eject the Game Disc.

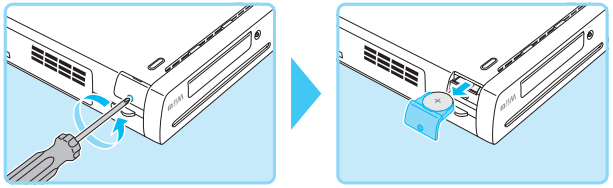
2 Turn the power off and unplug the AC adapter.

Make sure the power LED is off, and then unplug the AC adapter from the wall outlet.

3 Turn the console over, and remove the battery cover.

The battery cover is designed so the screw can be loosened, but not fully removed.

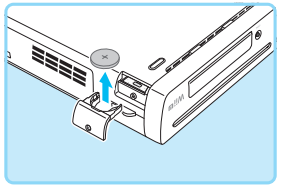
NOTE: To avoid damage to the screw or threads, use a screwdriver that is appropriate for the screw (crosshead style, size 0).



4 Remove the button cell battery, and replace the battery cover.

Insert a new battery (type CR2032) so that the + (positive) side is up, and then replace the battery cover.

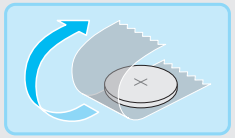
After replacing the battery cover, tighten the screw, being careful not to overtighten it.



IMPORTANT: Always be sure to replace the battery cover before resuming use.

Handling Used Button Cell Batteries

- Cover the + (positive) and - (negative) sides with tape.
- Dispose of following local laws and regulations.
- For more information visit www.dtsc.ca.gov/hazardouswaste/perchlorate/.



Troubleshooting

Before seeking assistance, please review the following problems and solutions. You can also visit **support.nintendo.com** for assistance and additional troubleshooting and repair options, or call 1-800-255-3700.

- Additional information can be found in the Wii U Electronic Manual (?), **Troubleshooting**.
- See the Wii Menu Electronic Manual (Wii) for more information about using the Wii Menu.
- Review instruction manuals for any games or accessories you are using.

Power supply and operating temperature

The Wii U console won't turn on.	
Are the DC and AC plugs of the AC adapter fully inserted?	Check the connections to make sure they are fully inserted (see the Wii U Quick Start Guide).
Is the Power LED of the Wii U console lit?	If the Wii U console's power LED does not turn on even after pressing the Power Button, unplug the AC adapter from the wall, wait two minutes, and plug it in again. • If the power LED is blinking red, unplug the AC adapter from the wall. Make sure that the console is not in a location where it is exposed to high temperatures and that it has proper ventilation (at least 4"/10 cm). Wait about two minutes, then plug the AC adapter back into the outlet and turn the console power on. • If the power LED is blinking blue, contact Nintendo Customer Service (see contact information above).

The Wii U GamePad won't turn on.	
Is the battery depleted?	• Recharge the Wii U GamePad (p. 18).
Is the battery correctly installed?	• If the battery LED blinks orange during charging, or if the problem continues even after charging, remove the battery from the GamePad and wait at least 10 seconds, then reinsert the battery and try turning the GamePad on again (p. 49).

The Wii U console or Wii U GamePad feel hot to the touch.	
Is the system or controller exposed to high temperatures, or is the controller being used for long periods while charging it?	Such use can cause the system to become hot. Use the system and components within the following temperature recommendations: Wii U console: 50°-104°F (10°-40°C) Wii U GamePad: 50°-95°F (10°-35°C) Wii U Pro Controller: 50°-95°F (10°-35°C)

The Wii U console suddenly shuts off.	
Is there dust or other material clogging or blocking the console vents?	Unplug the AC adapter for the Wii U console from the wall outlet, and remove any dust, dirt, or other foreign material from the vents.
Is the console located where it can be exposed to high temperatures?	Move the console away from sources of heat and make sure there is at least 4" (10 cm) between the console vents and any walls or other objects.
Is the Wii U console's automatic shutoff feature enabled?	If the Auto Power-Down feature is enabled, the system will automatically turn off if there is no controller input for a set period of time. You can adjust the period of time in System Settings on the Wii U Menu, under **Power Settings**.
Are you using unsupported USB devices with the Wii U console?	Make sure you are only using USB devices compatible with the Wii U console. Visit **support.nintendo.com** for more information.

The Wii U console will not turn off (the power LED won't turn red).	
Did you press and hold down the POWER Button for one second?	If the power still does not turn off, hold down the Wii U console Power Button for at least four seconds. (The Power LED does not completely turn off even when the console is turned off.) • You cannot use the Wii U GamePad to turn off the console power if you are using the Wii Menu or playing a Wii Game Disc.
Are you pressing the HOME Button on the GamePad?	The HOME Button on the GamePad does not turn the Wii U console off. To turn the power off, press the POWER Button on either the Wii U console or GamePad.
Is **Standby Functions** enabled?	If Standby Functions is enabled and the console is turned off, the Power LED will turn orange if software is in the process of being downloaded or installed. The power LED will turn red automatically when this process is complete.

The Wii U GamePad won't turn off.	
Did you press and hold down the GamePad POWER Button for one second?	If the power does not turn off after holding down the GamePad POWER Button for one second, then hold the POWER Button down for at least four seconds.

The Wii U GamePad battery LED does not turn on.
The battery LED will only turn on when charging the battery or when the battery level is low.

Batteries and battery charging

Cannot charge or recharging takes a long time.	
Are you using the correct charging equipment? **NOTE:** Remove covers or any other added accessories before charging Wii U accessories.	• **Wii U GamePad** – use the Wii U GamePad AC adapter, Model No. WUP-011 (p. 18). • **Wii U Pro Controller** - use the Wii U Pro Controller USB Cable, Model No. WUP-018.
Is the AC adapter plug or USB cable fully inserted? **NOTE:** You can only charge the Wii U Pro Controller when the Wii U console is turned on.	• **Wii U GamePad** – remove the AC adapter from the wall outlet and GamePad for 20 seconds, then reinsert it back into the AC adapter connector on the controller or charging stand and into the wall outlet, and try recharging again (p. 18). • **Wii U Pro Controller** – remove the USB cable, wait a few seconds, then reinsert it and try recharging again (p. 20).
Are you charging at an ambient temperature of 50°-95°F (10°-35°C)?	Charge within the recommended temperature range of 50°-95°F (10°-35°C). Battery charging can be adversely affected by extremes of temperature.
Is the battery LED blinking orange?	Make sure that the battery is properly connected - see the section on Battery Replacement (p. 49). If the LED is still blinking during the charging procedure, contact Nintendo Customer Service.
NOTE: Due to the properties of lithium-ion batteries, they can permanently lose their charge when not in use for an extended period of time. Be sure to charge lithium-ion batteries at least once every six months.	

Battery charge doesn't last long and/or recharging takes a long time.	
Are you playing or charging at an ambient temperature below 50°F (10°C)?	Usage time may be reduced and recharge time may be increased when temperatures are below 10°C (50°F). For best results, use the system within the recommended temperature range of 50°-95°F (10°-35°C).
Are you using an old battery?	Over time and repeated charging, battery performance will gradually decrease. If the usage time has gotten noticeably shorter, the battery may need to be replaced (p. 49).

The battery appears slightly swollen.

Due to the nature of lithium-ion batteries, repeated charging and use over time can cause the battery pack to swell. If the battery pack is swollen and battery duration doesn't last very long, it should be replaced (p. 49).

If the battery leaks fluid or is exposed to moisture, see the Battery Leakage warning in Health and Safety Information (p. 6) and contact Nintendo Customer Service for repair information.

TV screen display and audio

The TV screen doesn't display anything or there is no sound.	
Is the video cable completely plugged in at both ends?	Check the video cable connections.
Have you changed your equipment, such as the video cable or the TV the Wii U console is connected to?	Use the Wii U GamePad and check the configuration in System Settings on the Wii U Menu, **TV**, for your cable and TV combination and reconfigure if necessary.
Has the TV input been correctly set?	Press the input button on the TV several times to switch between inputs until the Wii U screen appears. • Depending on the TV you are using, it may take 10 seconds or more for the video output from the console to display. Wait a short time after switching the input.
Have you set the audio output to "Non-HDMI"? (When no external audio devices are being used.)	From the Wii U Menu, System Settings, choose TV > TV Audio-Output Type > Output-Cable Settings, and select **HDMI**.
Are you using any accessories not licensed by Nintendo or not designed for use with the Wii U system?	Remove any unlicensed or incompatible components or accessories from your system.

Sound cannot be heard from external speakers when "Surround" is selected in System Settings.	
Is an audio amplifier connected to the Wii U console? **NOTE:** You cannot use **Surround** as your sound setting if you do not have an audio amplifier connected to your console.)	Make sure your amplifier supports surround sound. See "Connecting Audio Equipment" in the Wii U Electronic Manual for more information on connecting audio amplifiers. • If you are not using an external amplifier, select Stereo or Mono in System Settings > TV > TV Audio-Output Type.

I want to use audio equipment (amplifier or speakers) with the Wii U system.

See "Connecting Audio Equipment" in the Wii U Electronic Manual for more information on connecting audio amplifiers, and refer to the operations manuals for your audio equipment.

The TV screen doesn't display correctly.	
Does the image on the TV screen run off the edges of the display?	Adjust the screen size in System Settings on the Wii U menu, **TV**. • Some TVs have display modes that change the size of the picture being displayed on the screen. Adjusting these modes using the TV controls and menus may correct this problem.

Wii U GamePad screen

The Wii U GamePad screen doesn't display anything.	
Is the Wii U GamePad battery LED slowly blinking blue?	If the LED is blinking blue, the screen has been turned off. Press one of the buttons (other than the POWER Button) to turn the screen back on.
If you press the POWER Button with the AC adapter connected, does the screen display turn on after a few seconds?	If the screen turns on, the Wii U GamePad's battery level is low. Recharge the battery. If the screen still does not display anything, contact Nintendo Customer Service for repair information.

Some pixels on the Wii U GamePad screen are always dark or lit.
Due to the characteristics of liquid crystal displays, a small number of pixels may not illuminate or may always stay lit. This is normal and not considered a defect unless the number of pixels that don't function normally increases over time.

I can't use the Touch Screen or the Touch Screen does not respond properly.	
Is there anything near the Wii U console or controller that could interfere with the signal between the two components?	• Avoid using the Wii U system near large metal objects or TV stands or devices that might cause electromagnetic interference (such as AV devices, microwave ovens, or cordless devices).
Does the Touch Screen need to be calibrated?	If the Touch Screen positioning appears to be off, calibrate the Touch Screen in System Settings on the Wii U Menu, **Wii U GamePad**. If you are unable to operate the Wii U Menu properly using the Touch Screen, use the +Control Pad and Ⓐ.
Have you attached a screen protector (optional accessory, sold separately) to the Touch Screen? **NOTE:** If using an optional screen protector, we recommend using Wii U GamePad screen protectors that have been officially licensed by Nintendo.	If a screen protector has been installed on the Touch Screen incorrectly, it may not operate properly. Check for the conditions listed below and if necessary try removing it and using the Touch Screen again. If it operates correctly, either try reattaching the screen protector, carefully following the instructions included with it, or avoid using one. • **the screen protector is not aligned correctly.** • **there are air bubbles, dirt, or dust trapped under the screen protector.** • **the screen protector is wedged between the Touch Screen and the edge of the plastic housing.** **IMPORTANT:** If the screen protector is misaligned, remove it and reapply it again. Do not try to force the misaligned part of the protector under the edge of the plastic housing

The GamePad tone sounds and the screen comes on suddenly.
If you have selected to receive notifications in the Quick Start Menu, the GamePad tone will sound and the screen will display a notification message. • The screen will turn off automatically after a certain amount of time, however you can turn it off immediately by tapping **Close** on the bottom left of the Notifications screen. • The GamePad tone can be selected from the **Settings** option on the Quick Start Menu (p. 22).

The Wii U GamePad screen appears irregular or erratic/sound is intermittent.	
Is anything blocking or interfering with the signal between the console and the GamePad?	Remove possible causes of interference, such as metal racks or shelves, or wireless devices, microwave ovens, or AV equipment.
The video or sound may cut off at times. This is due to the nature of wireless communication and does not indicate a defective product.	

The Wii U GamePad screen color changes, the screen brightness changes erratically, or bright colors cannot be seen.	
Is power-saving mode on?	When the power-saving mode is on, the system automatically adjusts the screen brightness and color to match the displayed image, in order to reduce battery power use. Depending on the image, faint colors may look washed out, or the color may appear to change. For uniform brightness and hue, open the HOME Menu and turn power-saving mode off.

Wii Remote controllers

I can't use the Wii Remote, or the Wii Remote does not respond properly.	
Is the Player LED on the Wii Remote lit?	Press one of the buttons on the Wii Remote (not the POWER Button). If the Player LED does not turn on, make sure that the batteries are inserted correctly. If the LED still won't turn on, replace both of the batteries.
Have you synchronized the Wii Remote with this console?	Press the SYNC Button on the Wii U console and follow the instructions on the screen.
Are you either too close or too far from the sensor bar?	Always play from 3-10′ (1-3 m) from the sensor bar (or 1-3′ /30-100 cm for the GamePad) . If this does not resolve the issue, adjust the sensor bar sensitivity in System Settings on the Wii U menu, **Adjust Sensitivity**.
Is there any obstruction in front of the sensor bar?	Remove any objects that might be blocking the signals between the Wii Remote and the sensor bar.
Is the sensor bar connected to the Wii U console installed correctly?	Make sure that the sensor bar is placed correctly (p. 26). Unplug the sensor bar once and plug it in again, making sure the sensor bar plug is fully inserted into the connector on the console.

Wii Remote controllers (continued)

I can't use the Wii Remote, or the Wii Remote does not respond properly.	
Are there any play conditions that could interfere with the operation of the remote?	If you think any of the following conditions are affecting the operation of the remote, try removing or reducing the source of interference: • Bright light sources, including sunlight, behind or near the TV, shining toward the remote or reflecting off the TV screen. • Highly reflective surfaces near the sensor bar. • Sources of infrared light in the gameplay area such as electric, propane, or kerosene heaters, flames from fireplaces or candles, and stoves or other sources of heat. • Radio frequency interference may cause the Wii Remote to work erratically. Check for and move or turn off wireless devices such as cordless phones, wireless computer keyboards or mice, or other similar devices.
Is the Wii Remote pointed at the sensor bar?	Point the Wii Remote at the front of the sensor bar when using.
If the Wii Remote does not operate normally after checking all of the above, press the POWER button on the Wii U console for at least four seconds and make sure the Power LED is red, and then unplug the Wii U AC adapter from the wall outlet. Wait two minutes, then plug the AC adapter back into the wall outlet, turn the Wii U console power on, and try using the Wii Remote again. (If the Power LED still doesn't turn red after pressing the POWER button for four seconds, unplug the AC adapter form the wall outlet.)	

Other Wii U compatible controllers

The cursor or character moves without controller input.	
Are you using a controller that includes an analog control stick?	Check to make sure that the control stick is not out of alignment with the neutral position. Review the instructions for how to reset control sticks (p. 48).

If your Wii U system still does not operate correctly after trying the troubleshooting steps, DO NOT return the console to the store. You may lose saved game data, Nintendo eShop downloads, and any balance left in your Nintendo eShop account. For assistance and additional troubleshooting and repair options visit **support.nintendo.com.** or call 1-800-255-3700.

Warranty and Service Information

You may need only simple instructions to correct a problem with your product. Try our website at support.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700, rather than going to your retailer. Hours of operation are 6 a.m. to 7 p.m., Pacific Time, Monday - Sunday (times subject to change). If the problem cannot be solved with the troubleshooting information available online or over the telephone, you will be offered express factory service through Nintendo. Please do not send any products to Nintendo without contacting us first.

HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo will repair or replace the defective hardware product or component, free of charge.* The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

GAME & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (games and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo will repair or replace the defective product, free of charge.*

SERVICE AFTER EXPIRATION OF WARRANTY

Please try our website at support.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and repair or replacement options and pricing.*

* In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo. Please do not send any products to Nintendo without contacting us first.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, SOFTWARE, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING **WARRANTIES OF MERCHANTABILITY** AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights. You may also have other rights which vary from state to state or province to province.

Nintendo's address is: Nintendo of America Inc., P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

This warranty is only valid in the United States and Canada.

Revision R1

Regulations for Equipment Use

FCC and Industry Canada Information

In order to comply with FCC radio-frequency radiation exposure guidelines for an uncontrolled exposure, this device and its antenna must not be co-located or operating in conjunction with any other antenna or transmitter.

This device complies with Part 15 of the FCC Rules and RSS-210 of Industry Canada. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept interference received, including interference that may cause undesired operation.

Changes or modifications not expressly approved by the manufacturer could void the user's authority to operate this device.

This equipment has been tested and found to comply with the limits of a Class B digital device, pursuant to part 15 of the FCC Rules and the Canadian ICES-003 Class B specifications. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician or call Nintendo Consumer Service at 1-800-255-3700 for assistance.

The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, D.C., 20402, Stock No. 004-000-00345-4.

Usage restrictions for the Wii U console and Wii U GamePad:

This product is restricted to indoor use only to reduce any potential for harmful interference with licensed operation in the 5.15–5.25 GHz range.

⚠WARNING - RADIO FREQUENCY EXPOSURE

To comply with FCC and IC RF exposure compliance requirements when using the Wii U console, a separation distance of at least eight inches (20 cm) must be maintained between the antenna of this device and all persons.